FUJI FACTS

Newsletter of the
Atari Computer Enthusiasts of Columbus

Volume 5, № 7

July, 1987

FIREWORK.PIC
from DOM 23C2

This newsletter is written and published monthly by the Atari Computer Enthusiasts of Columbus (**ACEC**). ACEC is an independent, non-profit organization interested in exchanging information about any and all Atari Home Computer Systems.

Our main meetings are held on the second Monday of each month at 7:15 p.m., at DeSales High School (on Karl Road, just south of Morse Rd.), and are open to the public. Other Special Interest meetings are held as announced at the main meeting.

Dues are $12.00 per year, and entitle members to all club benefits (Newsletter, Disk of the Month, Publications Library, SIG meetings, group discounts at selected area merchants, etc.).

Fuji Facts welcomes contributions of articles, reviews, editorials and any other material relating to the Atari computers, or compatible hardware devices and software packages.

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The cover of this month's newsletter was printed with a Star SG-10 dot matrix printer, using XLent Software's TypeSetter 130. The newsletter itself was printed with a Star PowerType daisywheel printer, using Batteries Included's PaperClip version 2.0 on a 256K RAM modified Atari 800 XL.

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The Editor's Column

The more things change,
the more they stay the same.
— Anon.

Well, summer time is upon us. Several major shows have been held recently (CES, Comdex and CeBIT), and revealed no big surprises. Most of the attention still seems to be given to the ST's (after all, they are the new kids on the block, and seem to continue to be selling quite well). The eight bit developments are simply continued promises of various and sundry pieces of hardware, which would by now be obsolete had they been released when first promised (some as far back as 1985!), and a few translations of programs which have existed for the Commodore and Apple for years.

Nonetheless, every month brings new developments in Atari computing. If the support from the major Atari vendors is small, the users themselves fill in, and quite well. Our major feature this month is a Public Domain program, Daisy Dot (Has anyone noticed that as less new commercial software is available, bigger and better PD stuff appears?). I've also decided to jump up on the soapbox and try to generate some Fuji Facts Feedback once again. Finally, an innovative new use for your Atari computer, courtesy of our colleagues in Oklahoma.

As has been true for the last four or five months, the ST coverage in this newsletter is non-existent. This is so for several reasons: Not having an ST, it is more difficult for me to collect (and even find!) good ST articles; our "sister" club, CoSTAR publishes an ST-exclusive newsletter every month; no one seems to care anyway. I would very much like to keep some ST material in Fuji Facts, but have neither the time, experience or desire to branch out into the ST world myself. If you don't want this to be an eight-bit exclusive newsletter, perhaps you could · help me out by providing some ST · info, or at least tell me what you'd like to see.

Warren

Remember, we are now issuing "ACEC Money" (sample below) to all qualifying members, in the following amounts:
One ACEC Dollar for each newsletter article written.
Two ACEC Dollars for each Disk of the Month program written.
Three ACEC Dollars for each new member brought in.

You can use your ACEC Money for any ACEC-related expense!

Software Review

Daisy Dot
Near Letter Quality Emulation
for Star and Epson Printers
by Warren Lieuallen

I have had my Star SG-10 for nearly two years now, and am still very happy with it. It is a full-featured dot matrix printer, and performs every task I have requested of it. It even has a good quality near letter quality (NLQ) mode. Unfortunately, the NLQ character set is, in my opinion, "funny looking". I've always wished there was something I could do about it. Now there is.

Available from CompuServe (and the ACEC Disk Library), Daisy Dot is a program written by Roy Goldman of Denver. Daisy Dot is written in compiled Turbo BASIC (also available in the ACEC Disk Library), which means that it will only work on the XL and XE models. It currently supports the Star Micronics and Epson printers. Most "Epson-compatible" printers will probably work as well.

Daisy Dot allows you to print any ASCII/ATASCII file, using the traditional "double pass" NLQ printing approach. This means that the printer will print a line of characters, then advance the paper a very small amount (1/144th of an inch), and print the line again, filling any gaps in the printed characters. The approach Daisy Dot takes differs however, in that the NLQ character set is not the one originally supplied with your printer, but one of your own choosing!

This program includes both the main file printing program, as well as a font editor, for creating your own custom character sets. Printing a file is very straightforward. The program prompts you for the font you would like to use (Daisy Dot is supplied with five different fonts. You can add on as many as you'd like.), and then the file you'd like to print. You are then asked what density you would like to print (four are supported), which will control not only the resolution, but also the number of possible columns on the page. Finally, you must

decide how much space to leave between characters. Daisy Dot fonts are proportionally spaced (an "m" is much wider than an "i"), and can have from 0 to 20 columns of space between them. Following any necessary disk swapping, printing then proceeds.

The file that you are going to print must be properly formatted, however. A standard file saved with a word processor will not work. Instead, after saving the file, you must also "print" it to disk (thereby creating an ATASCII file with no printer control codes). Both PaperClip and AtariWriter Plus have this feature (the original AtariWriter does not, but this can be corrected with the ATWFMT program from the ACEC Disk Library). It is this "printed" text file that Daisy Dot will actually print.

The font editor that is supplied is similar to many of the other Atari character set editors, in that by using the joystick, you draw each character on a grid on the screen. This editor is somewhat limited: you cannot see the character set on the screen, and many of the more sophisticated commands for moving columns and rows are missing. Nonetheless, it is quite adequate, especially considering that very few people will actually be creating a new character set. More likely, this editor will be used to slightly modify certain characters that you happen to think you can make better.

As an enhancement to the editor, an A' character set conversion program is also availa. Many of you are familiar with the custom character sets available for the Atari (the common, nine sector .FNT files). These files may now be converted into NLQ Daisy Dot fonts. Once this is done, they usually require some editing, as Daisy Dot is capable of better resolution than the 9x9 Atari character matrix.

A separate version of the program is available for the Star SG-10, to compensate for the non-standard line spacing on this printer. The methods used to compensate for this difference are invisible to the user, and you can select to cancel them if you wish.

Thorough documentation is included with the programs, even though it really isn't needed. Both the printing and font editor programs are menu-driven, and are as easy to use as The Print

Shop. These programs were very well thought-out and designed, and Mr. Goldman is to be congratulated.

To show you what this program is capable of, I have reproduced below a sample print-out of some of the Daisy Dot NLQ fonts, as well as the original SG-10 font. I hope the copying and printing does justice to the quality of the Daisy Dot fonts.

In short, if you have a Star or Epson printer, you should have Daisy Dot. This elegant and powerful program expands the capabilities of your printer, and will allow you to easily produce very good quality output.

Sample Daisy Dot Printing (on an SG-10 printer)
SG-10 NLQ - ABCDEFGHIJKLMNOPQRSTUVWXYZ   abcdefghijklmnopqrstuvwxyz
Available Daisy Dot Fonts:
ROMAN.NLQ   - ABCDEFGHIJKLMNOPQRSTUVWXYZ   abcdefghijklmnopqrstuvwxyz
SANSERIF.NLQ - ABCDEFGHIJKLMNOPQRSTUVWXYZ   abcdefghijklmnopqrstuvwxyz
OHIO.NLQ   - ABCDEFGHIJKLMNOPQRSTUUWXYZ   abcdefghijklmnopqrstuuwxyz
BLOCK.NLQ   - ABCDEFGHIJKLMNOPQRSTUUWXYZ   abcdefghijklmnopqrstuuwxyz
SCRIPT.NLQ   - ABCDEFGHIJKLMNOPQRSTUVWXYZ   abcdefghijklmnopqrstuvwxyz
OLDENG.NLQ   - ABCDEFGHIJKLMNOPQRUSTUVWXYZ abcdefghijklmnopqrstuvwxyz
OLDWEST.NLQ   - ABCDEFGHIJKLMNOPQRSTUVWXYZ   abcdefghijklmnopqrstuvwxyz

Converted .FNT Files:
BLOCK.FNT   - ABCDEFGHIJKLMNOPQRSTUVWXYZ   abcdefghijklmnopqrstuvwxyz
SERIF.FNT   - ABCDEFGHIJKLMNOPQRSTUVWXYZ   abcdefghijklmnopqrstuvwxyz
ITALIC.FNT - ABCDEFGHIJKLMNOPQRSTUVWXYZ   abcdefghijklmnopqrstuvwxyz

Guest Editorial

(The following is an article which I downloaded from CompuServe. While I have not yet seen a copy of the Mid-Michigan Atari Magazine, I have heard many good things about it. Many of the ideas expressed in this article are similar to ones I had when I started publishing Fuji Facts last September [I just never wrote my ideas down!]. I would very much appreciate some feedback on this. These last few months, except for the mad rush at the meetings to get your paws on it, there has been very little interest expressed in our newsletter. I am proud of Fuji Facts, and want to make it the best possible newsletter. However, I'm only one guy, and not a writer or graphic artist at that! If you are satisfied with the status quo, then I will continue as I have, putting out a promising but never quite professional newsletter. If you like the sound of the following article and would like to improve Fuji Facts, please let me know, and together, we'll see what we can do. Thank you for your cooperation and tolerance. - Ed.)

Thanks for your interest in MID-MICHIGAN ATARI MAGAZINE. Here's some information on where we came from, who we are, and what we are trying to do.

Lansing's ATARI club, the Capitol Hill Atari Owners' Club (C.H.A.O.S.), started MID-MICHIGAN ATARI MAGAZINE in July, 1986. For several years, C.H.A.O.S. had been included in the computer club magazine ENERGY (put out by the Michigan Computer Consortium, Lansing area clubs of several brands). Despite being one of the founding groups of the Consortium and ENERGY magazine,

C.H.A.O.S. was certain that now it could do more for its members than settling for the 5-6 pages afforded ATARI by the 20-page ENERGY magazine.

We have seen exchange newsletters from a hundred other ATARI clubs from around the country, and learned from what we liked and disliked about ENERGY and all the other newsletters. Several things seemed to be critical: APPEARANCE, CONCEPT, and CONTENT. And one more: doing it all with VOLUNTEERS at a low enough production cost to be affordable by the club.

The way a newsletter looks affects everything inside. We get one particular fully-professional quality exchange letter each month -- glossy paper, all typeset, classy art direction, the full shot. It has almost NEVER had an article in it that I thought was even worth the time I took to read it, but that doesn't keep it from being one of the most memorable ATARI group newsletters I have seen. Several other newsletters regularly have well-written articles that are of national magazine quality, but appear in a barely-readable, poorly reproduced package, produced using nine different printer fonts and styles. Don't ask me the club or magazine names, because I can't remember most of them. The content was defeated by the package.

Many newsletters we get are simply a collection of what the editor could find in time for the deadline. Here's a VERY typical breakdown:

* About Ten pages total (five sheets, two sides, photocopied, corner or center stapled and folded).
* 2 1/2 pages ANTIC ONLINE, reprinted verbatim from CompuServe.
* Two pages of club information, including standard parts about the club and membership, plus a report of current business.
* One page of the president raking over the membership for volunteers for various projects that are not being done.

* One page of the Editor grousing about how nobody is contributing articles for the newsletter.
* A blank (or mostly blank) page, often with a comment like "Your article here" in it.
* A page that is mostly a Koala graphic dump (of a picture you've seen before, in color, and you remember it looking better than it does in the newsletter).
* 2 1/2 pages including one and occasionally two of: an article detailing the exact theory, exhaustive method, and full code to execute a substitute recursive data-shift byte mask using FORTH; a five-column program listing in BASIC; straight text dumps reprinting a BBS message base; reprinted articles clipped right out of the original and pasted on the page; and rarely an actual gem of an original locally written article or review.
* All presented in no particular order.
* (Although this is a little exaggerated, in a cynical sort of way, it is actually not far from the truth - Ed.)

Several of the C.H.A.O.S. members, myself included, knew it didn't have to be that way. From our experience with ENERGY, we knew that a better, larger product could be made if the efforts, money, and circulation of several groups with similar interests were pooled. felt a newsletter of dissimilar compute clubs in one city didn't work for us, but that an all-ATARI collection of clubs from different cities could work great.

MID-MICHIGAN ATARI MAGAZINE (MMAM) was born. I took the general development, printing, and editing duties, Leo Sell helped by writing and looking for quality reprintable articles, and Jeff Bone worked hard on appearance, layout and art. We each helped get advertisers.

By the time we printed our second issue in August, we were ready to try to recruit other clubs. We had developed a format, a set of continuing columns and an attractive, orderly presentation laid out in a consistent, orderly fashion. We

had a booklet form, professionally reproduced, of 28 pages or more. We scorned "printouts" of graphic screens unless to illustrate an important part of an article. Only ONE printer and font was used to generate all articles. We re-keyed quality articles from other newsletters to get them into our page style and font. ANTIC ONLINE was used but heavily excerpted to include only the meat. Heavily technical articles were avoided unless balanced by good beginner pieces. TYPE-IN programs over a half column long were skipped. Variety, articles of no more than 2 pages, a focus on general interest rather than specialities were the watchwords. Full integration of 8- and 16-bit machine information was intentional.

The formula worked. The magazine has received raves from local and national computer columnists. We are widely quoted and reprinted (recently in ANTIC and in FAMILY COMPUTING). Since August, at least one additional ATARI user group has joined our Magazine each month. They contribute club-specific pages plus feature articles and advertising. We enter 1987 prepared to put out a 40+ page magazine each month to a subscriber base of over 700 ATARI users, plus counter sales at many locations. Richard and Judy Barnes have joined our effort and handle most of the production and editing co-ordination. Marvin Goldstein and Harmon Everett each are involved in sales and business. I am (give or take) "Publisher" with and for C.H.A.O.S., handling printing and distribution arrangements as well as new club contacts, promotions, and policy. Each of the "member" clubs have a local editor. For an all-volunteer non-profit effort, things are sailing.

At this point, several problems and possibilities present themselves. These include UNDERFUNDING vs. OVERSUPPLY OF MATERIAL, and BIT POLITICS.

As we expand into much of the state, our circulation makes us a very attractive vehicle for national advertising. Our rates are very reasonable, about the same as many club newsletters that reach 25% of the number that receive MMAM. Yet, we are short of enough advertising to produce the size magazine we would like.

At this writing, Rich has at least ten articles waiting for a chance to see print. Despite generally few feature contributions from each club, the combined total (plus quality reprint material) makes an outstanding pool of material. Each month we have had to throw away articles that have gone out of date while waiting for room. This seems an unbelievable thing to complain about considering the "no material" chant that most newsletters give. We are only sorry that we don't have the revenue to support the 40-48 pages a month that we could easily fill with prime articles.

Our policy has been to keep the cost of having MMAM as each club's newsletter competitive with the cost of producing a small local one. We depend on the sales of the ads that really pay for the magazine.

Lastly, we are being asked (by some groups that are considering joining in the magazine) to make some changes in the structure of MMAM. Specifically, it is suggested that we divide the 8-bit and 16-bit articles into separate sections, or even eliminate one or the other machine. This was the ANTIC and ANALOG approach, and now they are drawing fire for it from both sides of the STreet. I personally am convinced that "BIT POLITICS", the split between the 8- and 16-bit owners, is the single biggest threat to the future success of both groups in organized clubs.

While I don't pretend to believe that exclusive ST owners ever will seriously be interested in 8-bit specific information or user tips, it is clear that nearly ALL 8-bit owners are interested in knowing what is developing for the ST series. We have typically run about 30% 8-bit specific articles, about

20% ST specific, and the remainder has been ATARI corporate or industry information and "neutral" general feature articles. With a mix like that, to split the ST into a section of its own would make its 20% look like we are ignoring it. In reality, 70% of every issue is for the ST reader, and 80% is for the 8-bit reader. Since the 8-bit owners currently outnumber the ST owners, we feel that we are supplying a satisfying mix of useful information to BOTH sets of users in our many pages.

It will remain the policy of MMAM to resist the split-up of the ATARI interest groups. We intend to continue to do as much as possible to satisfy all ATARI computer users.

The future DOES look good for MMAM. I am very proud of all of the people that have made our magazine the fastest growing and best new ATARI publication. I don't think we could get much more enthusiasm from some of them if we DID pay them! The product, too, is VERY satisfying. There is NO newsletter or magazine (non-profit or commercial) that has more GOOD, READABLE articles per page of print than ours. The cost vs. return to each club is unparalleled by any single-group newsletter. And that sincerest of compliments, imitation, has begun to appear in some other states.

We are happy with our progress. If we can meet our advertising requirements, MID-MICHIGAN ATARI MAGAZINE will continue to grow, to improve, and to be worth the work!

As of July 1, we have not received any of the following Exchange Newsletters since February, 1987. Unless I hear otherwise by September, I will assume they are no longer in existence, and will delete them from our active list.

Costa Mesa ACE	StarGazer
Neuron	PACE World
Nybbles and Bytes	JACG - received 5/87

CLOSED FOR REPAIRS

THE ACEC BBS HAS RECENTLY BEEN DOWN FOR SUBSTANTIAL REPAIRS AND UPGRADING.

THESE MODIFICATIONS WILL SOON BE COMPLETE!

WHAT'S NEW WITH THE BBS?

- DUAL LINE ACCESS (471-8559 OR 471-9209)
- SHARED MESSAGE BASES
- NATIONALLY NETWORKED MESSAGE BASES
- SHARED HARD DRIVE
- MULTIPLE DATABASES, & THE LATEST ACEC INFO.
- PASSWORDS FOR USER SECURITY

ALL THIS, AND MORE!

Notes From All Over

Your Computer and the Kids
by Curtis Eddington
Reprinted from the North Central
Oklahoma Atari Users´ Group

Summer time is always the slack time for any indoor activity, with the possible exception of afternoon naps. I have found, however, that the computer does serve a couple of purposes in those slow months. In fact, I find it almost indispensable.

At this minute, I am suffering from a headache, and have been for most of the day. At the same time, my home has been occupied by one of my son´s more obnoxious friends. Were it not for this computer, I would probably be a resident of the local municipal jail. My Atari computer has been in their capable hands for the last three hours, guaranteeing me at least some respite from their normal levels of mayhem and destruction.

Here is my formula for success:

One kid: This is the optimum. He will sit for urs, never blinking, never moving from his chair. m convinced that an adolescent (and quite a few adults - Ed.) would sooner urinate on himself rather than stop in the middle of a video game! The early developers of these games recognized this need for short duration contests!

Two kids: This works well also, for about one-half an hour, or until one child shows a clear advantage over the other. At that point, the disadvantaged player will attempt to equalize the contest in a progressive manner:

1) He will attempt to interfere with the other child´s control of this joystick, such as bumping the stick or mashing his fire button at the wrong time. If this doesn´t stop the advantage child, then...

2) He will let the other child get a sizable lead, and then physically wrest his joystick from his hands, hand his joystick to the robbed player, and proceed to claim victory, usually in a very loud voice (this is your first clue that your computer is failing in its job as a babysitter). If the advantaged child is not flustered by this tactic, and continues to claim victory, then...

3) He will restart the game, and at the optimum moment (this is most effective in a one-on-one game), reach over and unplug the good player´s joystick from the computer, insuring at least a momentary advantage. This often leads to much yelling and crying, and sometimes to fist fights. If player one refuses to be panicked by this, replugs his joystick in, and still beats player two, then...

4) Every time player two falls behind, he will reach over and restart the game. Now, I would have thought that this particular strategy would have come much earlier in the list, since this is the one I employ when I´m outmatched (some people never grow up!), but that is not the case. At this point, your computer has dismally failed in its purpose, because I assure you that player one is going to be affected by more than six repetitions of this tactic. He is either going to pout, throw down his joystick and stomp out, or punch player two in the mouth. Either way, you lose, because you now have a couple of arguing kids on your hands.

Three kids: This will almost never work. Unless you own an 800, there are only two joystick ports on your machine, and there are very few games that allow for more than two players anyway. Fighting will immediately break out because kids do not understand the concept of sharing for periods of longer than a few minutes. Non-players will begin to badger the players to hurry and finish, and the final straw will be the confusion over who´s turn it is now. The one who will yell the loudest that it´s his turn is the one that most recently completed his last turn! Must be instinctive, because they all do it.

The most effective way of controlling children with your computer is with the deferred promise. You promise that they can play later:

"Can we play some computer games?"

"NO! Well, maybe later, but only if you´re really good."

You can then use it for the rest of the day, if you are lucky, and let the children play for five minutes just before bedtime! But let me warn you that, once you choose this approach, there is a 60% probability that the children will quietly gather around you, hovering like a swarm of gnats, asking every few minutes, "Now?".

Effective use of this parenting technique can be done by following a few simple rules:

1) Never let it get stale. If you see their attention begin to wane, run them off the machine and tell them that they are playing it too much. Despite the fact that they were getting bored with it anyway, those simple words will make using the computer the most important thing in their lives!

2) Be ruthless! The minute you see an argument, dissention, verbal or physical abuse, tell them this:

"One more peep or problem outta you kids and I'm gonna set that %#$@!&! computer, and YOU on fire!"

3) Keep your promises. If you do hear one more peep or problem, then by God, set 'em on fire! And, even though it's not likely, if you promise to let them play if they are good, and through some freak accident (like all of them passing out because of a toxic chemical spill), they are good, then be sure and let them play with the computer.

Except for a few charred spots on the front lawn where I can't get the grass to grow, I have found these techniques to be quite effective. And practice the "promise" concept this summer, because this fall, it could prove to be a very valuable educational tool as well — "Do your homework and I'll let you play on the computer!"

Disk Librarian's Report

by Jim Murphy

Wow!! That was my first reaction when I set my eyes on all the programs in the A.C.E.C. Library. The Disk Library consists of approximately 500 disks (most of them double sided), along with copies of our own 57 Disks of the Month. These disks contain untold numbers of games, utilities, programming tools, music, pictures, educational programs, demos and more.

We Need Your Help!

The problem is that this resource is not available to the general membership. Well, as disk librarian, I would like to change this. the first order of business is to get a handle on what is in the library, as the index is incomplete to say the least! Therefore, A.C.E.C. will be undertaking a complete library inventory and review, starting at our July meeting.

FREE SOFTWARE!

At our monthly meetings, you will be offered the opportunity to become more active in your club. will bring copies of the library disks that r review. If you agree to review one of these disk_, the disk is yours to keep. You will be asked to fill out a review form listing each program on the disk. Your review should give a short description of the program (including loading requirements), a quality rating (1 to 10), a usefulness rating (1 to 10) and a "documentation" or ease of use rating (1 to 10). The only rules are:

* All reviews must be returned at the next A.C.E.C. meeting.

* Only one disk per month per member will be issued for review.

* If a member fails to return the review form, no additional disks will be issued to that member.

After the forms are returned, I will put

together a data base and catalog of the A.C.E.C. Disk Library. Once the catalog is completed, the general membership will have much better access to our library. For example, if you needed a communications program, all you would have to do is look it up in the catalog and order the disk from the librarian. I foresee only a nominal charge for this service.

Disk of the Month # 57

This month's Disk of the Month is a three-disk set (each disk double sided)! In keeping with my philosophy of something for everyone, I have included a game, an educational program, several related utilities and some graphics.

Disk One (side one):

Print Shop Utilities — The AUTORUN.SYS program will convert Print Shop graphics into Atari DOS compatible files, so that you can share them with your friends. It also can display a file in either format.

Graphics Library #1 — If you own Print Shop, this disk is for you! Graphics Library #1 contains 30 new graphics that you can use to create your own banners, cards and signs. Use the utility described to convert these files into Print Shop format.

ARCX.COM — This decompression utility is needed when you download an .ARC file.

One (side two):

Graphics Library #2 — Another 30 new graphics for The Print Shop!

ABC.BAS — This is an educational program for preschool and early elementary school children (I like it too! - Ed.). The program has the child press a key, and then it displays a graphic screen corresponding to the key selected. For example, when you press "A", an apple is displayed. To get back to the main screen, the child must press the letter again. The program is well thought out, and has very good graphics.

Disks Two and Three:

Super Quiz — This is one of the best games I have seen for the Atari. The game comes with three data disks, and you pick the degree of difficulty

(and point value) of each question, and the amount of time you'd like to answer them. For two to four players.

Some Random Thoughts

This month's disk may or may not be the last three disk set. You see, it takes two minutes to do a straight sector copy of one side of a disk. A three disk set has six sides. Multiply this by forty disks per meeting and you can see that it took a minimum of eight hours to copy these disks! In addition, all the disks need to be notched and labelled, and let's not forget the time it takes to put together the programs on the disks. What I am getting at is, if you want multiple disks of the month, I need help copying the disks. If you would like to volunteer, please give me a call at 471-8769.

- 11 -

[not to scale]
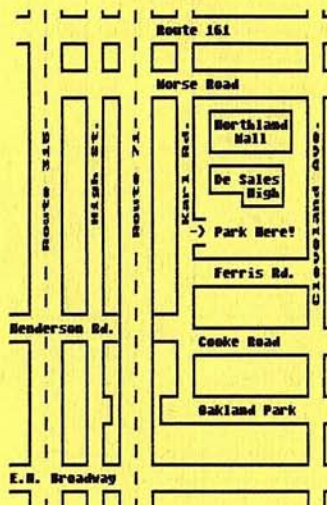
```
Route 161
Morse Road
                    Northland
                    Mall
                    De Sales
                    High
            -> Park Here!
                    Ferris Rd.
                    Cooke Road
                    Oakland Park
Henderson Rd.
E.N. Broadway
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Route 315 — High St. — Route 71 — Karl Rd. — Cleveland Ave.

An official Users' Group, the Atari Computer Enthusiasts of Columbus meets on the **SECOND MONDAY** of each month. The meetings are held at 7:15 p.m., at De Sales High School on Karl Road. Meetings are open to the public, and consist of demonstrations and short tutorials of products for the Atari Home Computer Systems. Dues for ACEC are $12.00 per year, and include a subscription to Fuji Facts, and more!

WGL '87

22 USA

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MEETING: Aug. 10th, 7:15 pm